



2004 Official Whiffleball Rules

League

There will be one division of play. Teams will consist of Men's, Women's, and Co-Rec teams. Each team will consist of 3-5 players. All games will follow official ASA Softball rules with exceptions listed in this manual.

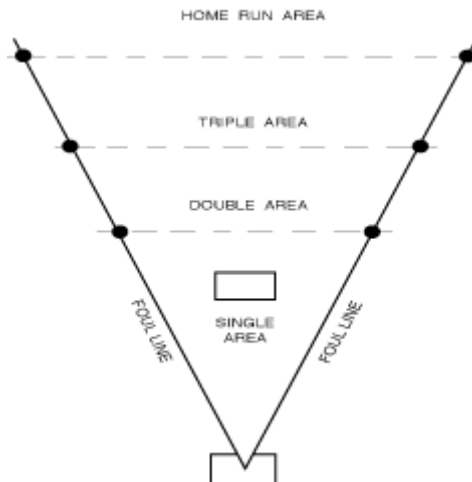
Games

An 8 game regular season league will be played concluding with a single elimination tournament. All games will be held on Sundays beginning June 6th running through August 22nd. No games will be held on Sundays June 20th, July 4th, or August 8th.

Awards

Awards will be given to both regular season champions, and tournament champions. In the case of a regular season league tie, the team with the best average margin of victory in all league play will be determined the regular season league champion.

Playing Field



The size of the playing field is approximately 40 feet in width at the home run markers by 80 feet in length from home plate to the center field home run fence. The pitching mound is 35 feet from home plate. The single area zone begins at home plate and ends 40 feet from home plate. Both the double and triple area zones are 20 feet in length.

Field marking

Both foul lines and hit zones will be marked on the field. Hit zones will be marked by flags. In the event of a controversial judgment call, the closest fielder to the ball will make the final decision.

Fielding

The game is played similar to baseball and softball with one team at bat and one team in the field. There is a maximum of 5 players to a team with a minimum of 3 players. The

fielding team can field one catcher, a pitcher, a double area player, and a triple area player. Teams consisting of 5 players will be required to have 1 player sit out when that team is fielding. All players will bat. If the fielding team only consists of 3 players, they must field a catcher, pitcher, and one outfielder to cover both the double and triple area zones. Teams may not have more than one fielder in a zone. There are no double or triple plays.

Batting

All players on the team will bat. Both teams must keep the same batting order throughout the game. A ball hit and not caught in the air, or not immediately grounded off the roll is considered a “hit.” As soon as a ball on the ground stops rolling it is a “hit.” If a ball is grounded by a fielder while it is still rolling in motion, or caught in the air, the hit is considered an “out.” Singles, doubles, triples, and home runs are designated by what area or zone the ball lands, or stops in. For example, a ball hit in the single area and not caught or grounded while rolling by the fielder is considered a “single.” A ball hit in the double area and not caught or grounded while rolling is considered a “double.” Any ball hit over the fence beyond the triple zone is considered a “home run.” A hit is considered a “home run” anytime the ball goes over the fence, fair or foul. Any ball in fair territory that hits the wall is considered a triple. No bunting is allowed. One handed batting is not allowed. The batter may switch sides at anytime during the count.

Base Running

All runners will be imaginary or “ghost” runners (**See exception below**). For example, a player hits a single-his/her team has a runner on first base. The next player hits a single. The team now has an imaginary player on first and second base.

- A “ghost” runner on base earns 1 base on a single, 2 bases on a double, and 3 bases on a triple.
- A “ghost” runner on second base advances to third on single, scores on a double, and scores on a triple.
- A “ghost” runner on third base scores on any hit.
- “Ghost” runners **will** advance 1 base on a ground out.

*There is **no** base running in whiffleball. However, when a team advances a “ghost runner” to third base the team may replace the “ghost runner” with a member of the team. The team member may only replace the “ghost runner” in between batters. Runners will be able to lead off third base and steal home base. The fielding team must tag or force the runner out. Players will **not** be able to throw the ball at the runner. In the event that a player on third base must bat, a substitute base runner must be used. Teams may not alter their batting lineup.*

The Game

Each team receives 3 outs per inning. The game will consist of 7 innings or 1 hour. Both teams must have had equal batting opportunities in order for the game to be complete. If the home team is at bat at the end of 1 hour, the visiting team will receive another inning at bat. If the visiting team is ahead and at bat at the end of 1 hour, the game is complete.

Extra Innings

In the case of extra innings each team will start the inning with 2 outs. Both teams must receive equal opportunities at bat. The team ahead at the end of the inning will win the game.

Pitching

There is a 3 strike count, 3 strikes is an out. There are no balls or called strikes. Check swings will be considered a strike. Intentional walks are not permitted. Players hit by a pitch will not advance. Curveballs, sliders, sinkers, etc. are permitted. However, pitches are expected to be at a medium speed. Wind-ups are not allowed. There are no balks.

Team Captain

All teams must designate one player as team “captain” at the time of registration. This player will be held responsible for handling disputes, communicating with Bloomington Parks and Recreation staff, and keeping an accurate score count during all games.

Winning team captains will be held responsible for turning in the final game score to the site supervisor at the conclusion of the game.

Scoring and Umpiring

No umpires or scorekeepers will be present. Players will be responsible for making all calls. Captains will settle all disputes. In the event of a rule clarification a captain should contact the site supervisor. Each game will be provided with one score sheet. The team at bat will be held responsible for tracking and marking their runs on the score sheet during the game.

Foul Balls

In the event of a controversial foul ball judgment call, the closest fielder to the ball will make the final decision. Foul balls are considered strikes. However, a player cannot strike out on a foul ball. A fly ball caught in foul territory is an out.

Substitutions

If a team wishes to substitute a pitcher or player into the game, substitutions must be made either between batters or between innings. Teams must maintain the same batting order throughout the game.

Equipment

All equipment will be provided by Bloomington Parks and Recreation. Players will not be allowed to use their own equipment. Batting gloves can be used while batting.

However, no gloves of any kind can be used when fielding. It is not uncommon for balls in play to develop cracks. Any ball with cracks larger than ¼ inch will be exchanged for a new ball. A team captain should contact a supervisor for equipment replacement.

Uniforms

Matching t-shirts/uniforms are recommended but not required.

Footwear

Steel cleats may **not** be worn.

Forfeit

Teams unable to field 3 roster players for any reason, at anytime, will be required to forfeit the game. A \$5 forfeiture fee must be posted to the Parks and Recreation office before the teams next scheduled game.

Conduct

All players participating in unsportsmanlike conduct will be removed from the league immediately. Because of the unique umpiring situation, fans and players watching must refrain from commenting on calls. Team captains will settle all disputes.

Weather

Rain out information is available by calling the Sports Information Hotline at 349-3610 by 12:00 pm on Sundays.